

USER'S GUIDE

AIRLINE



CITY MAP and PURCHASE PRICES

SEATTLE	BISMARCK	MINNEAPOLIS	MILWAUKEE	BUFFALO	BOSTON
2	1	3	3	2	2
\$4,000.00	\$1,000.00	\$9,000.00	\$9,000.00	\$4,000.00	\$4,000.00
PORTLAND	DENVER	DES MOINES	DETROIT	PITTSBURG	NEW YORK
3	3	1	4	2	8
\$9,000.00	\$9,000.00	\$1,000.00	\$16,000.00	\$4,000.00	\$64,000.00
SACRAMENTO	SALT LAKE CITY	ST. LOUIS	CHICAGO	CINCINNATI	PHILADELPHIA
2	1	2	6	2	4
\$4,000.00	\$1,000.00	\$4,000.00	\$36,000.00	\$4,000.00	\$16,000.00
SAN FRANCISCO	LAS VEGAS	KANSAS CITY	CLEVELAND	NASHVILLE	WASHINGTON
4	2	2	2	2	3
\$16,000.00	\$4,000.00	\$4,000.00	\$4,000.00	\$4,000.00	\$9,000.00
LOS ANGELES	PHOENIX	DALLAS	MEMPHIS	ATLANTA	JACKSONVILLE
6	2	4	2	4	3
\$36,000.00	\$4,000.00	\$16,000.00	\$4,000.00	\$16,000.00	\$9,000.00
SAN DIEGO	SAN ANTONIO	HOUSTON	NEW ORLEANS	BIRMINGHAM	MIAMI
3	3	5	3	2	3
\$9,000.00	\$9,000.00	\$25,000.00	\$9,000.00	\$4,000.00	\$9,000.00

PLANES

P - PROP	- \$ 3,000
A - AIRBUS	- \$12,000
D - DC-10	- \$27,000
B - B-747	- \$48,000
C - CONCORDE	- \$75,000

AIRLINE

TI and Commodore 64 Versions by Phil & Ann Case

TRS-80 Version by Dave Simmons

ATARI Version by George Schwenk

Color Computer Version by Roger Schrag

Published by

Adventure International

A Division of Scott Adams, Inc.

Box 3435 - Longwood, FL 32750 - (305) 862-6917

Copyright © 1983 Adventure International

All Rights Reserved

Free Catalog - Call Toll Free (800) 327-7172

In Florida - (305) 862-6917

You always knew you were destined for great things. Can you help it if the opportunity to make your millions just hasn't come along yet? At last fate has seen fit to smile upon you! AIRLINE provides the capital (\$100,000 interest-free!) and your chance to become the successful capitalist you always knew you could be.

By wisely choosing to base your planes in the cities that will produce the best fares, you can turn your initial investment into a fortune. Fortunately, there is no element of chance involved so you needn't worry about fickle fate wrecking your empire. Your entrepreneurial skills alone determine the outcome of your investments. The option of up to three other human or computer players provides a wide variety of playing combinations to choose from. Now let's get down to the very serious business of making money.

LOADING INSTRUCTIONS

TRS-80 Version Mod I and Mod III

1. Turn on your system. Place the program cassette in the cassette player. The TRS-80 version is the second program recorded on both sides of the cassette. You may cue the tape to the TRS-80 version, or just load the tape from the beginning. The Atari version (which is recorded first) will be ignored. Set the volume level between 5 and 6.
2. If you have a Mod III, the screen will display the prompt, CASS? Type **I** and press **ENTER**.
3. In response to the prompt, MEMORY SIZE? press **ENTER**.

4. Connect the black plug of the cassette cable to the EAR jack of your cassette player, the small grey plug to the REMOTE jack and the larger grey plug to the AUX jack.

5. Press the PLAY button on your cassette player.

6. Type **CLOAD** on your TRS-80 keyboard and press **ENTER**. The program will now begin to load. Two asterisks (**) will appear in the top right-hand screen area. The one on the right will flash on and off if the program is loading properly. If a 'C' appears on-screen, try adjusting the volume a bit lower; if the right asterisk doesn't flash, adjust the volume higher. When the program has loaded the screen will display the prompt, READY. Type **RUN** and press **ENTER**. The title screen will then be displayed.

7. If you encounter loading problems, reset your cassette player's volume level and rewind the tape. Press RESET on your computer and repeat the loading procedure. If you continue having loading difficulties, clean and align the heads of the cassette player and try again.

NOTE: To obtain sound in the TRS-80 version, see the 'Sound Advice' section on page 7.

Comm 64 users see p. 12; T.I. users see p. 10.

ATARI Version

1. Your computer and all peripherals should be turned off.

2. Atari 400 and 800 users, insert the Atari BASIC cartridge into your computer.

3. The Atari version of the program is recorded first on both sides of the cassette. Place the cassette into the cassette player. Rewind the tape if necessary. Press PLAY on the cassette player.

4. Turn on the computer and monitor. At the READY prompt, type **CLOAD** and press **RETURN**. You should hear a single tone.

5. It will take approximately 5 minutes to load the preliminary program. When it has successfully loaded, the READY prompt will reappear. Type **RUN** and press **RETURN**. The title screen will be displayed. If MEMO PAD or some other error message appears on-screen, rewind the tape and repeat the loading procedure from Step 1.

TRS-80 Color Computer Version

1. Remove any cartridges from your Color Computer. Turn on the computer and all peripherals.

2. Place the Adventure International cassette in the cassette player. The Color Computer version of the program is recorded third on both sides of the cassette. Cue the tape to the beginning of the Color Computer version.

3. Connect the black plug of the cassette cable to the EAR jack of your cassette player, the small grey plug to the REMOTE jack, and the larger grey plug to the AUX jack. Press PLAY on the cassette recorder.
4. Press the black Reset button located on the right backside of the computer. When the 'OK' prompt appears on-screen, type **CLOADM** on the computer and press **ENTER**. As the program loads, you will see a flashing letter in the upper left-hand corner of the screen.
5. When the program has finished loading, the 'OK' prompt will reappear. Type **EXEC** and press **ENTER**. The program should begin. If you get an error message, readjust the volume level, rewind the tape, and repeat this procedure from Step 4. If you continue having loading difficulties, clean and align the heads of the tape recorder and try again.

Game Rules For All Versions

When the game begins, you and your competitors will be given \$100,000 each to invest in the purchase of airports and planes in 36 major U.S. cities. A key to the city airports, available planes and their purchase prices is included on the enclosed card. The object of the game is to wisely manipulate your initial capital to purchase airport landing rights to the largest cities. At the same time, you must leave enough cash in reserve for buying aircraft to base at your airports so that you can begin collecting flight fares. You must first purchase landing rights to a city airport before you can buy a plane to base there, and only one action per turn is permitted.

The revenues received from fares will provide the money necessary to increase your holdings by enabling you to purchase more airports and planes. When the game ends, the player with the most money is the winner. The specific rules governing purchase of landing rights, planes, and fare calculations follow below.

LANDING RIGHTS

You may purchase landing rights to any city airport that is NOT owned by another player.

BASING AIRCRAFT

After you have purchased a plane, you must base it at one of the airports you own. Only one plane can be based in a city at a time. However, if you wish to base a larger plane in a city to produce higher fare revenues you may do so. The plane that was formerly based there will then be considered 'scrapped' and you will receive no credit for it.

COLLECTION OF FARES

You begin to collect fares when you have purchased two adjacent airports

and have at least one aircraft based in either of the two. Planes fly only between adjacent airports that you own, and not beyond. In a single turn, this could result in collecting fares for up to four routes. The larger cities (based on population) and bigger aircraft (based on cost) produce higher fare revenues. The computer will automatically calculate your fare revenues and display them after each player's turn. **FARES FOR THE FINAL TURN ARE TEN TIMES THE NORMAL VALUE.**

WINNING THE GAME

The player with the highest dollar amount at the end of the game is the winner. This dollar amount only includes fare revenues and NOT assets.

PLAYING HINTS

1. Buy the landing rights to airports in a concentrated area surrounding your largest city.
2. While you should attempt to buy landing rights to cities that your opponent needs, it's not a good idea to sacrifice one of your moves on a strictly defensive purchase that cannot increase your revenues.
3. Remember that basing the largest planes in the most populated cities will result in the highest revenues.

PLAYING INSTRUCTIONS

The specific game instructions for each computer follow.

AIRLINE ATARI

Connect your joystick(s) to the computer joypoints. You may use up to four joysticks or only one to play.

After the preliminary program has loaded, the title screen will be displayed. You will then have the opportunity to choose between Human or Computer players for each of four player positions. Use the Skip option to bypass any player positions not used. Pressing **OPTION** will move the pointer > . Pressing **SELECT** will enter your selection. You will be requested to type the names of any human players.

Type the number of turns you wish to play and press **RETURN**. Repeat the procedure for the number of joysticks to be used. The information you have entered will then be displayed so that you can make any necessary changes. Press **OPTION** to change your selections. Press **START** to begin the game. You must then press **PLAY** on the cassette player and **RETURN** on the computer to load the remainder of the program. When the **READY** prompt reappears, type **RUN** and press **RETURN**.

When the playing screen is displayed, note that the player names are listed in separate colors in the lower screen area. The player's color will

identify his or her airports in the city map area when landing rights have been purchased. The pointer ➤ will appear next to the current player's name and a distinctive sound will call the player to attention. A square cursor will appear in the command column appearing in the left screen area. Use the joystick to move the square cursor around the letter corresponding to the command of your choice. The command choices are listed below.

Command Code

- L** = Purchase Landing Rights To City Airport
- C** = Check Landing Rights Cost
- P** = Purchase Plane
- Q** = Quit — Take No Action This Turn

The center of the screen display represents a map of the city airports available for purchase throughout the United States. Use the joystick to choose C and press the trigger button to check the price of landing rights. The number that appears in place of the city is the square root of the purchase price multiplied by \$1000. For example, the number 4 represents $4 \times 4 \times \$1000$ or \$16,000. A list of the city airports and the purchase price of landing rights is included on the enclosed card. Press the trigger button to return to the Command column. To purchase the landing rights to one of the city airports, place the cursor over L using the joystick and press the trigger button. The cursor will then move to the city map. Use the joystick to move the cursor over the city you wish to buy landing rights to. The name of the city and the price of the landing rights will be displayed below the city map area. Press the trigger button to make the purchase. Your color will replace the airport on the city map. If you decide against the purchase, move the joystick handle and the cursor will return to the Command column. You may then choose another command. After all the players have taken their turns, the fare revenues will be calculated and displayed.

After you have purchased landing rights to at least one airport, you may buy a plane to base there during your next turn. Move the cursor over P in the Command column and press the trigger button to purchase a plane. The cursor square will move to the right-hand screen area in the Plane column. The types of planes to choose from and their purchase prices are listed below.

Plane Code	Name	Price
P	Prop	\$ 3,000
A	Airbus	\$12,000
D	DC-10	\$27,000
B	B-747	\$48,000
C	Concorde	\$75,000

This information is also listed on the card on the inside front cover. When you have placed the cursor over the plane you wish to buy, press the trigger button. You must then move the cursor over the city airport you have chosen as a base for the plane and press the trigger button once again. If you attempt to base a plane in a city to which you do not own the landing rights, the computer will tell you and wait for you move the cursor to an airport that is yours. When you have based a plane at an airport, the plane code will appear inside your airport to identify the plane you have based there.

AIRLINE TRS-80

To take advantage of the sound option provided, be sure you have followed the instructions listed in the 'Sound Advice' section at the end of this manual.

After the game has been loaded, the title screen will be displayed. You will then have the opportunity to select any combination of up to four Human (press **H** **ENTER**) or Computer (press **C** **ENTER**) players. Use the Skip option (press **S** **ENTER**) to bypass any player positions not used. To change any of your selections, type **N** and press **ENTER** when asked if your selections are correct. If they are correct, type **Y** and press **ENTER**. Type the name of each player (up to nine letters) and then make any necessary changes. Type the number of turns you wish to play and press **ENTER**.

The playing screen will then be displayed. At the far right-hand screen area two information boxes will appear. The top area lists the player's name and assets. The bottom area displays the number of the turn in progress and asks the current player for his or her command. If the sound equipment is properly attached, a distinctive tone will call the player to attention. A square cursor will appear in the command column displayed in the far left-hand screen area. Use the **↑** up and **↓** down arrow keys to move the cursor over the letter corresponding to the command of your choice. The command choices are listed below.

Command Code

- L** = Purchase Landing Rights To City Airport
- C** = Check Landing Rights Cost
- P** = Purchase Plane
- Q** = Quit — Take No Action This Turn

The center of the screen display represents a map of the city airports available for purchase throughout the United States. Use the arrow keys **↑ ↓ ← →** to select command **C** and press the **SPACE BAR** to check the price of landing rights. The number that appears in place of the city is the square root of the purchase price multiplied by \$1,000. For example, the number 4 represents 4x4x\$1,000 or \$16,000. A list of the city airports and purchase price of landing rights is included on the card on inside front cover. Press any key to return to the Command column.

To purchase the landing rights to one of the city airports, place the the cursor over the L command and press the **SPACE BAR**. The square cursor will then move to the center-screen area. Use the **↑ ↓ ← →** arrow keys to place the cursor over the city you wish to buy landing rights to and press **SPACE BAR**. The name of the city and the price of the landing rights will be displayed in the lower right-hand screen area. To confirm the purchase, press **SPACE BAR**. Your player number will then appear in the city airport space. If you decide against the purchase, press any key to return to the Command column. You may then choose another command. When all the players have taken their turns, the computer will calculate fare revenues for the players.

After you have purchased landing rights to at least one airport, you may buy a plane to base there during your next turn. Upon choosing the P command (Purchase a Plane), the cursor will move to the right-hand screen area in the Plane column. The types of planes to choose from and their purchase prices are listed below.

Plane Code	Name	Price
P	Prop	\$ 3,000
A	Airbus	\$12,000
D	DC-10	\$27,000
b	B-747	\$48,000
C	Concorde	\$75,000

This information is also listed on the card on inside front cover. When you have placed the cursor over the plane you wish to buy, press the **SPACE BAR**. The name of the plane and its purchase price will be displayed. Move the cursor to the city that you want to base the plane at and press **SPACE BAR**. If you attempt to base a plane in a city to which you do not own the landing rights, the computer will inform you and wait for you to move the cursor to an airport that is yours. When you have based a plane at an airport, the plane code will appear next to your player number in the airport space. Seeing a D3 in place of a city airport means that player 3 has a DC-10 based there.

Sound Advice For Your TRS-80

After the game has loaded, follow these simple instructions to obtain sound effects.

1. Disconnect the black plug and small grey plug of the cassette cable from the cassette player jacks. The larger grey plug should remain connected to the AUX jack.
2. Open the cassette player door. Locate the small record/protect tab in the left rear of the cassette port and press it down while simultaneously pressing the RECORD and PLAY keys.

3. Release the record/protect tab. The RECORD and PLAY keys should lock into position.

4. Insert an earphone plug into the EAR jack of the cassette player and turn the volume level up. You now have sound.

Sound With An Amplifier (TRS-80 Version)

1. If you have a Radio Shack or similar amplifier, remove all the cassette cable plugs from the cassette player AFTER the tape has loaded.

2. Attach the larger grey plug of the cassette cable to the input jack located on the side of the amplifier and adjust the volume control to a comfortable level.

AIRLINE TRS-80 COLOR COMPUTER

After the game has been loaded, the title screen will be displayed. Press any key to begin. You will then have the opportunity to select any combination of up to four Human (press **H** **ENTER**) or Computer (press **C** **ENTER**) players. Use the Skip option (press **S** **ENTER**) to bypass any player positions not used. To change any of your selections, type **N** and press **ENTER** when asked if your selections are correct. If they are correct, type **Y** and press **ENTER**. Type the name of each player (up to nine letters) and then make any necessary changes. Type the number of turns you wish to play and press **ENTER**.

The playing screen will then be displayed. The lower portion of the screen will serve as an information area. The number of the turn in progress appears at the top of this area, with the players' names and assets directly underneath. The bottom portion of this information area asks the player whose turn it is for his or her command. A distinctive tone will call the player to attention. A white cursor will appear in the command column displayed in the far left-hand screen area. Use the up and down arrow keys to move the cursor over the letter corresponding to the command of your choice. The command choices are listed below.

Command Code

- L** = Purchase Landing Rights To City Airport
- C** = Check Landing Rights Cost
- P** = Purchase Plane
- Q** = Quit — Take No Action This Turn

The center of the screen display represents a map of the city airports available for purchase throughout the United States. Use the arrow keys **↑ ↓ ← →** to select command C and press the **SPACE BAR** to check the price of landing rights. The number that appears in place of the city is the square root of the purchase price multiplied by \$1,000. For example, the number 4 represents 4x4x\$1,000 or \$16,000. A list of the city airports and

purchase price of landing rights is included on the card on inside front cover. Press any key to return to the Command column.

To purchase the landing the rights to one of the city airports, place the the cursor over the L command and press the **SPACE BAR**. The white cursor will then move to the center-screen area. Use the **↑ ↓ ← →** arrow keys to place the cursor over the city you wish to buy landing rights to and press **SPACE BAR**. The name of the city and the price of the landing rights will be displayed in the lower section of the information area. To confirm the purchase, press **SPACE BAR**. Your player number will then appear in the city airport space. If you decide against the purchase, press any key to return to the Command column. You may then choose another command. When all the players have taken their turns, the computer will calculate fare revenues for the players.

After you have purchased landing rights to at least one airport, you may buy a plane to base there during your next turn. Upon choosing the P command (Purchase a Plane), the cursor will move to the right-hand screen area in the Plane column. The types of planes to choose from and their purchase prices are listed below.

Plane Code	Name	Price
P	Prop	\$ 3,000
A	Airbus	\$12,000
d	DC-10	\$27,000
b	B-747	\$48,000
C	Concorde	\$75,000

This information is also listed on the card on inside front cover. After you have placed the cursor over the plane you wish to buy, press the **SPACE BAR**. The name of the plane and its purchase price will be displayed. Move the cursor to the city that you want to base the plane at and press **SPACE BAR**. If you attempt to base a plane in a city to which you do not own the landing rights, the computer will inform you and wait for you to move the cursor to an airport that is yours. When you have based a plane at an airport, the plane code will appear next to your player number in the airport space. Seeing a d3 in place of a city airport means that player 3 has a DC-10 based there.

LOADING INSTRUCTIONS

AIRLINE FOR THE TEXAS INSTRUMENT MICROCOMPUTER

by Ann and Phillip Case

Copyright © 1983 by Scott Adams, Inc.

IMPORTANT! TI AIRLINE requires the Extended Basic Cartridge. Make sure the cartridge is properly installed before attempting to load AIRLINE.

1. Turn on your TEXAS INSTRUMENTS microcomputer. Place the program cassette into the cassette player. Rewind the tape if necessary.
2. Type: **LOAD CSI** on the keyboard, and press **ENTER**. Press the PLAY key on your cassette player. AIRLINE will now begin to load.
3. Once AIRLINE has loaded, your monitor screen will display a READY message. Type **RUN** and press **ENTER**.
4. If you encounter loading problems, reset the volume on the cassette player. Rewind the tape to the beginning and repeat the loading procedure. If the problem persists, clean the playback head of your cassette player with a cotton swab and some rubbing alcohol, and try again.

PLAYING INSTRUCTIONS

AIRLINE TEXAS INSTRUMENTS

After the game loads, you may select any combination of up to four Human (press **H**) or Computer (press **C**) players. Use the Skip option (press **S**) to bypass any player positions not used. To change any of your selections, type **N** when asked if your selections are correct. If they are correct, type **Y**. Type the name of each player (up to nine letters) and then make any necessary changes. Type the number of turns you wish to play and press **ENTER**.

The playing screen will appear. The lower portion of the screen will serve as an information area. The players' names and assets appear in this area. The bottom portion of this information area asks the player whose turn it is for his or her command. A distinctive tone will call the player to attention. A cursor will appear in the command column displayed in the far left-hand screen area. Use the up and down arrow keys to move the cursor over the letter corresponding to the command of your choice. The command choices are listed below.

Command Code

- L** = Purchase Landing Rights To City Airport
- C** = Check Landing Rights Cost

- P** = Purchase Plane
Q = Quit — Take No Action This Turn

The center of the screen display represents a map of the city airports available for purchase throughout the United States. Use the arrow keys to select command C and press the **SPACE BAR** to check the price of landing rights. The number that appears in place of the city is the square root of the purchase price multiplied by \$1,000. For example, the number 4 represents $4 \times 4 \times \$1,000$ or \$16,000. A list of the city airports and purchase price of landing rights is included on the card on inside front cover. Press any key to return to the Command column.

To purchase the landing rights to one of the city airports, place the cursor over the L command and press the **SPACE BAR**. The cursor will then move to the center-screen area. Use the arrow keys to place the cursor over the city you wish to buy landing rights to and press **SPACE BAR**. The name of the city and the price of the landing rights will be displayed in the lower section of the information area. To confirm the purchase, press **SPACE BAR**. Your player number will then appear in the city airport space. If you decide against the purchase, press any key to return to the Command column. You may then choose another command. When all the players have taken their turns, the computer will calculate fare revenues for the players.

After you have purchased landing rights to at least one airport, you may buy a plane to base there during your next turn. Upon choosing the P command (Purchase a Plane), the cursor will move to the right-hand screen area in the Plane column. The types of planes to choose from and their purchase prices are listed below.

Plane Code	Name	Price
P	Prop	\$ 3,000
A	Airbus	\$12,000
d	DC-10	\$27,000
b	B-747	\$48,000
C	Concorde	\$75,000

This information is also listed on the card on inside front cover. After you have placed the cursor over the plane you wish to buy, press the **SPACE BAR**. The name of the plane and its purchase price will be displayed. Move the cursor to the city that you want to base the plane at and press **SPACE BAR**. If you attempt to base a plane in a city to which you do not own the landing rights, the computer will inform you. When you have based a plane at an airport, the plane code will appear next to your player number in the airport space. Seeing a 30 in place of a city airport means that player 3 has a DC-10 based there.

LOADING INSTRUCTIONS

COMMODORE 64 DISK VERSION

1. Turn on your Commodore 64 computer.
2. Place the AIRLINE disk into the drive.
3. Close the drive door.
4. Type: **LOAD"1",8** and press **RETURN**. AIRLINE will load at this time.
5. Type: **RUN** and press **RETURN**. The title screen will appear.

LOADING INSTRUCTIONS

COMMODORE 64 TAPE VERSION

1. Turn on your Commodore 64 computer.
2. Place the AIRLINE tape into the cassette player. Rewind the tape to the beginning if necessary.
3. Press **SHIFT** and **RUN/STOP** simultaneously.
4. Press **PLAY** on the cassette player.
5. AIRLINE will load at this time. During the load, the screen will appear blank.
6. When the **READY** prompt appears, type: **RUN** and press **RETURN**. The game will begin.

PLAYING INSTRUCTIONS

AIRLINE COMMODORE 64

After the game loads, the title screen will appear. You may now select any combination of up to four Human or Computer players. Press **H** to select Human, or **C** to select a Computerized opponent. Use the Skip option (press **S**) to bypass any positions not used. To change any of your selections, press **N** when prompted. If all is in order, type **Y**. Type the name of each player (no more than 9 characters, please) and make any necessary changes. Type the number of turns you wish to play and press **RETURN**.

Once you've entered the above information, the playing screen will appear. The lower portion of the screen displays various game information, including the number of the turn in progress. Additional information displayed asks the player whose turn it is. A blue cursor will appear in the Command column which appears in the far left-hand screen area. Use the up and down positions on the joystick handle to

move the cursor over the letter corresponding to command you wish to choose. The Command choices are listed below.

COMMAND CODE

- L** —Purchase Landing Rights To City Airport
- C** —Check Landing Rights Cost
- P** —Purchase Plane
- Q** —Quit-Take No Action This Turn

The center of the screen features a map of the various airports available for purchase throughout the United States. Use the joystick to select Command C and press the joystick trigger button to list the cost of landing rights. The number that appears in place of the city is the square root of the purchase price multiplied by \$1,000. For example, the number 4 represents $4 \times 4 \times \$1000$ or \$16,000. A list of city airports and purchase price of landing rights is included on the card on inside front cover. Press any key to return to the Command column.

To purchase the landing rights to one of the city airports, place the cursor over the L Command and press the joystick trigger button. A red cursor will appear in the center screen area. Use the joystick to place the cursor over the city you wish to buy landing rights to and press the joystick trigger button. The name of the city and the price of the landing rights will appear in the lower section of the information area. Press the joystick trigger button to confirm the purchase. Your playing color will appear in the city airport space. If you decide against the purchase, move the joystick handle to return to the Command column. You may then choose another Command. When all players have taken their turns, the computer will calculate fare revenues for the players.

After landing rights to at least one airport have been purchased, you may buy a plane to base there during your next run. Upon choosing the P command (Purchase a Plane), the cursor will move to the right-hand screen area in the Plane column. The types of planes you may choose and their cost are listed below.

PLANE CODE	NAME	PRICE
P	Prop	\$ 3,000
A	Airbus	\$12,000
D	DC-10	\$27,000
B	B-747	\$48,000
C	Concorde	\$75,000

After you have moved the cursor over the plane to be purchased, press the joystick trigger button. The plane's name and purchase price

will appear. Move the cursor to the city at which you wish to base your newly acquired plane and press the joystick trigger button. If you try basing a plane in a city to which you do not own the landing rights, the computer will inform you, and the cursor will move back to the Command Window. Once a plane is based at an airport, the plane's code appears in your "space."

Scott Adams, Inc. reserves the right to make changes or improvements in this product without notice.



Adventure
INTERNATIONAL

A DIVISION OF
SCOTT ADAMS, INC.

CONTINUED FROM OTHER SIDE

HERE'S WHAT WE OFFER YOU!

- COMPETITIVE ROYALTIES
- PROFESSIONAL PACKAGING & ADVERTISING
- INTERNATIONAL DISTRIBUTION
- FIRST-RATE EDITORIAL HELP (IF YOU NEED IT)

**WRITE FOR OUR
AUTHOR INFORMATION
PACK
OR . . .**

**SEND YOUR
PROGRAM &
DOCUMENTATION
TO:**

**ADVENTURE INTERNATIONAL
c/o Software Review Board
BOX 3435
507 EAST STREET
LONGWOOD, FL 32750**

We will give it personal attention.



Adventure

INTERNATIONAL

A DIVISION OF
SCOTT ADAMS, INC.

**DO YOU WRITE
MICROCOMPUTER SOFTWARE?**

WELL, IF YOU DO, WE WANT TO PUBLISH YOUR PROGRAM

**IMAGINE HOW
YOUR PROGRAM
WOULD LOOK IN
OUR PACKAGE!**

**JOIN THE RANKS
OF LEADING
AUTHORS IN THE
INDUSTRY BY
BECOMING AN
A.I. AUTHOR.**

**WE'RE LOOKING FOR
OUTSTANDING SOFTWARE**

- Original Arcade Games
- Business Applications
- Utilities
- War Games
- Adventures
- Simulations

**FOR ALL MAJOR
MICROCOMPUTERS**

- APPLE • ATARI
- TRS 80 • COMMODORE
- TEXAS INSTRUMENTS
- CP/M • IBM
- XEROX • NEC

MORE



AIRLINE

Enter the intriguing world of high finance where even the sturdiest of corporate empires can dissolve as quickly as it's built. AIRLINE is a no-holds-barred strategy game for one to four players. The object is to construct a sizable empire while competing against human and/or computerized opponents. Players purchase landing rights from any one of 36 major U.S. cities, buy planes and then station them on routes that will maximize the players' revenue from fares. And unlike many strategy games, the outcome of AIRLINE is solely determined by your playing skills. That's right, no random element is involved — meaning no untimely upsets or surprises!

Do you enjoy great sounds and graphics? Super, because AIRLINE does it right with a full-sized display area and a full array of sounds to match the pace of the game — all you add are yourself and your Micro!

AIRLINE — something different from Adventure International!

